

# Aryah Kannan

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## EDUCATION

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Dalhousie University Sep. 2020 – May 2025  
*Bachelor of Computer Science, Dean's List* *GPA – 3.94/4.30*

## EXPERIENCE

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**Executive at Dalhousie Interactive GameDev** | *Unity, Unreal Engine* Sep. 2023 – Present  
*Dalhousie University* *Halifax, NS*

- Organizing social events to increase awareness and interest in game development on campus
- Attended ISNS meetings to garner interest from the industry
- Organized game jams to help new-comers to game development

**Research Assistant** | *Unity, C++, React.js, PWA* Jul. 2023 – Present  
*HCI4Good Lab at Dalhousie* *Halifax, NS*

- Used Intel RealSense depth sensing camera C++ API to study interactions with a large touchscreen display
- Worked in unity to create games for a large public display teaching people about mental health
- Currently working on a project exploring the use of LLMs in diagnosing mental health

**Full Stack Developer** | *React.js, Node.js, MySQL, Apache, Material UI* Jun. 2023 – Present  
*Dalhousie University* *Halifax, NS*

- Created a database using MySQL designed to plan the academic timetable
- Used React with Material UI to create drag-and-drop UI
- Integrated with the university's CAS for security

**Student Software Developer** | *C++, Catch2, CMake, Conan, Powershell* Sep. 2023 – Dec. 2023  
*Cartenav Solutions / PAL Aerospace* *Halifax, NS*

- Worked on a performance critical C++ desktop application to aid in Intelligence and Reconnaissance
- Collaborated in an agile team to optimize critical areas of the codebase
- Designed and implemented a novel feature to allow better target prediction using isochrones

## PROJECTS

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**Graphics Engine** | *C++, GLSL, OpenGL, Conan, CMake* Repository  

- OpenGL application that can render primitive 3D objects
- Implemented abstraction layers to simplify OpenGL function calls
- Indexed vertex buffers for improved performance
- Can render and composite multiple images

**Interactive Public Display Game** | *Unity, C#, Blender* Repository  

- An interactive game hosted on a large touch screen display to teach people about EDIA
- Custom maze generation algorithm to create a hexagonal grid
- Implemented a Finite State Machine pattern and used Scriptable Objects to allow high scalability and modularity
- Worked in a team to create documentation for improved maintainability

## EXTRA CURRICULAR

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**Global Game Jam 2024** Submission  

- Date night at Bernie's, a comedic dating simulator game in Unreal Engine 5
- Used blueprints to dynamically manipulate audio to uniquely communicate the game's state
- Won the most creative award at the Halifax game jam site

**Brackey's Game Jam 2023.2** Submission  

- Hangry Bird, a fun diving bird game made in Unreal Engine 5
- Physics based flying movement and water buoyancy mechanics
- Completed in 7 days with all custom made assets

**Ludum-Dare Game Jam 53** Submission  

- CaravAmbulance, a chaotic action game centered around being an emergency response driver made in Unity
- Made custom assets using Blender
- Realistic Car physics using Unity's PhysX wheel colliders